

Kool-Aid Man™

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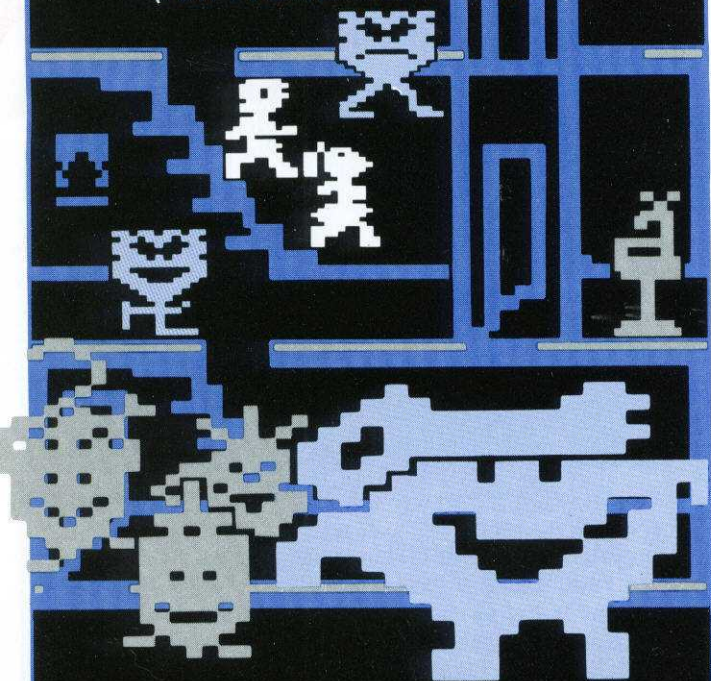


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Intellivision® MATTTEL ELECTRONICS®

Kool-Aid Man™*

CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER VS. COMPUTER)



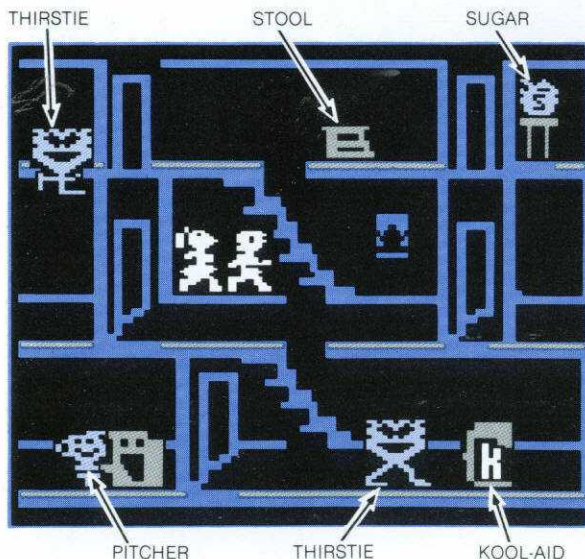
FOR COLOR TV VIEWING ONLY

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GAMEPLAY

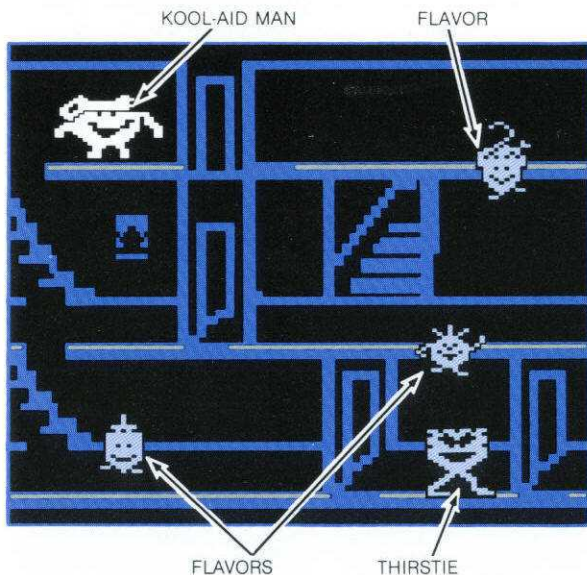
It's the next best thing to two games in one! Except that you must play your way up through the first part before starting the second. There are 13 skill levels...including a super-easy level for the very young.



In PART ONE, two children are trapped in a haunted house. A pair of insatiable THIRSTIES Keeps trying to catch them. You must help the children collect the makings for a batch of KOOL-AID® ...sugar & pitcher, plus a packet of



KOOL-AID® soft drink mix. When the children bring the makings to the kitchen sink, KOOL-AID MAN™ comes to the rescue!



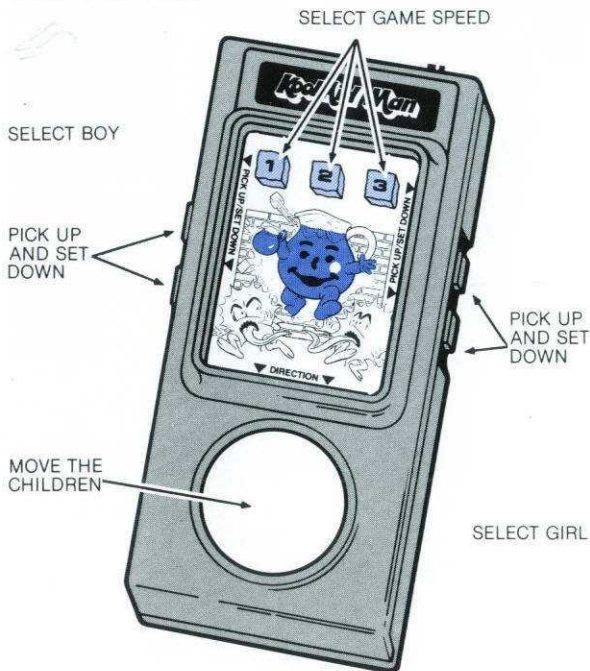
PART TWO begins when KOOL-AID MAN™ breaks through a wall of the house! Now, you control KOOL-AID MAN™. Points are won for making KOOL-AID MAN™ catch PHANTOM FLAVORS and the two THIRSTIES!



YOUR CONTROLS

Slide the KOOL-AID MAN™ overlay into EITHER Controller frame, so it covers the Keypad. Insert the game cartridge into the slot in the Computer Console. (See owner's instructions for equipment connection details.)

Game controls...



SELECT GAME SPEED

4 PLAYING SPEEDS!

Press console RESET to start game. When you see the KOOL-AID™ title on your screen, SELECT GAME SPEED...

Press  slowest speed

Press  medium speed

Press  fast speed

Press  for fastest speed!

Keypad  slowest speed is for young children and will not allow any progress to higher skill levels.



GAME CLOCK

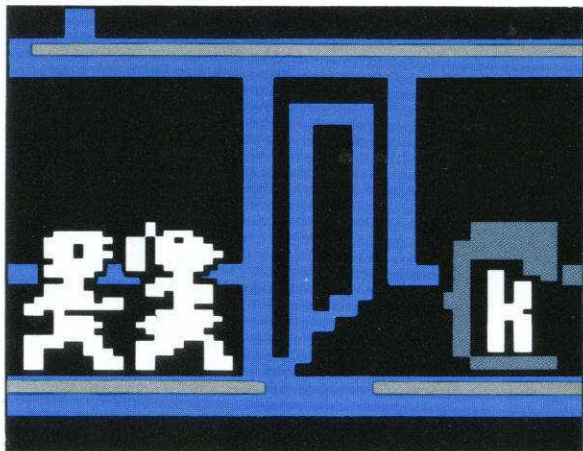
As gameplay continues, skill level is indicated by the Game Clock at the bottom of your screen. (Check the color.)



LEVEL	LEVEL COLOR
(Kid stuff)	Blue 3
1	Red 2
2	Tan
3	Dark Green 1
4	Light Green
5	Yellow
6	White
7	Grey DISC
8	Cyan
9	Orange
10	Brown
11	Pink
12	Light Blue
13	Yellow/Green



PART ONE



GET THE CHILDREN MOVING!

At the start, you control **BOTH** children TOGETHER. Press the **DISC** in the direction you want them to go — up or down, right or left. You'll be moving them around the house to find the makings for KOOL-AID™ soft drink...the pitcher, sugar and the packet of KOOL-AID.™

MAKE THEM PICK UP & SET DOWN!

You make a child pick up the object by moving directly over it. (Use the DISC for the moves.)



When you have moved the child to the kitchen sink...

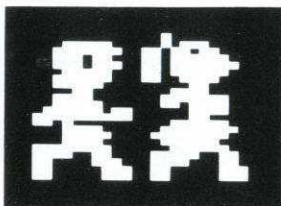
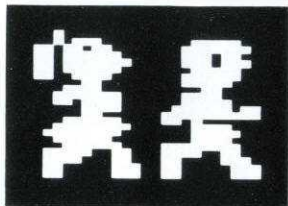


Press any SIDE ACTION KEY to pick up the item and carry it away.



Press any SIDE ACTION KEY to set the object down.

In order to ALTERNATE the children's ability to pick up the makings and set them down, press ANY KEYPAD KEY and switch from one to the other.



While the children are moving TOGETHER, you can have them carry TWO objects at the SAME TIME! Let's say the Girl picks up the pitcher. To make the Boy pick up the sugar, press ANY KEYPAD BEFORE you press a SIDE-ACTION KEY and pick up.

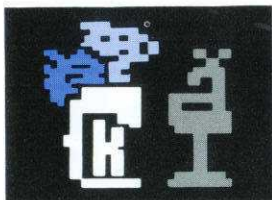


NOTE: To take the SUGAR off the table, you'll have to make the child locate and use the STEPPING STOOL and drop it. Have the child fetch the stool and move it to the table with the SUGAR.

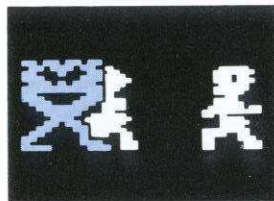
Move the child up the steps with the DISC and pick up the sugar with a SIDE-ACTION KEY.

GET THE MAKINGS TO THE KITCHEN!

AS SOON as ALL THREE makings — pitcher, sugar and a packet of KOOL-AID® have been picked up and placed in the kitchen sink...YOU HAVE COMPLETED PART ONE!



Of course, all this time the bad-guy THIRSTIES keep trying to catch the children and put them out of action! It happens like this:



Both children are moving together when a THIRSTIE catches one. The children STOP. Press the **DISC**, only one child moves! Play continues with one child

only. To switch to the other child, press ANY KEYPAD KEY. If a THIRSTIE catches the SAME child twice — that's it! One child out of action — one more to go for the THIRSTIES! (Stopped child CAN drop the object he carries. Also, the child could be immobilized off screen. You might not see it, but you can HEAR it!)

IF BOTH CHILDREN ARE IMMOBILIZED BEFORE THE KOOL-AID® SOFT DRINK MAKINGS ARE BROUGHT TO THE KITCHEN SINK, THE GAME IS OVER!

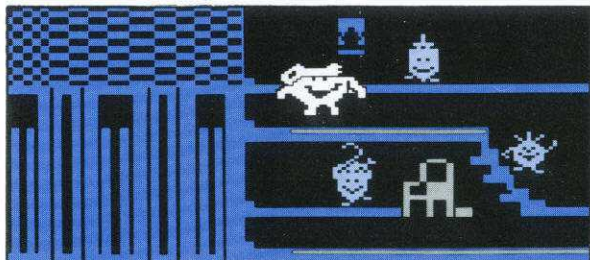
1:20

WATCH YOUR TIMING!

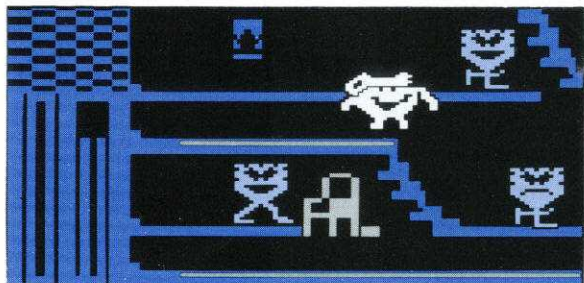
No points can be won during Part One and you have only so much

total playing time. Whatever time is left after you complete Part One is ALL the time you get in Part Two. So, naturally, you'll want to get through Part One FAST! That way you give yourself MORE time to score in Part Two.

PART TWO

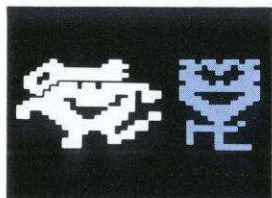


PART TWO action begins when KOOL-AID MAN™ crashes through a wall. From now on you will control KOOL-AID MAN™. The children have made their KOOL-AID® soft drink, escaped the THIRSTIES and disappeared. You won't see them during Part Two.



KOOL-AID MAN™ goes ANYWHERE, he doesn't even need stairs! Press the **[DISC]** to move him right or left, up or down. POINTS are won by making KOOL-AID MAN™ catch the insatiable THIRSTIES and the PHANTOM FLAVORS — apple, lemon, grape, lime & orange! PHANTOM FLAVORS move faster than the THIRSTIES and they are worth more points. (See "SCORING".)

CATCH THIRSTIES — EARLY & LATE!



In Part Two you **MUST** catch both insatiable THIRSTIES with KOOL-AID MAN™. But, again, **WATCH YOUR TIMING!** To play this game like a pro you'll want to

stretch your **SCORING TIME** as much as you can. Remember: Part Two **ENDS** as soon as **BOTH THIRSTIES** are caught. The best way is to catch the first THIRSTIE early (with lots of time left on the clock.) **DON'T** catch the second

THIRSTIE until the Game Clock is close to 0:00. That way you have MORE time to score points catching PHANTOM FLAVORS!



IF KOOL-AID MAN™ DOES NOT CATCH BOTH THIRSTIES BEFORE THE GAME CLOCK RUNS DOWN TO 0:00 — THE GAME IS OVER!

To continue playing at the same speed (but with no points) press ANY KEYPAD KEY. For a BRAND NEW game (back to the beginning)... press ANY SIDE ACTION KEY.

WHEN PLAY CONTINUES...

If you have SUCCESSFULLY completed Parts One and Two of the game, play continues automatically. Complete both parts TWICE and you'll play the next round at a HIGHER skill level. For every skill level there are TWO different mazes (layouts of the walls, stairs, etc.) The WHITE numbers, 1 or 2 at the lower left of your screen identify them for you.

There are 13 LEVELS in this game. If you're a CHAMPION, it is possible to play your way up through all 13!

SCORING!



ALL SCORING HAPPENS IN PART TWO!



- ALL PHANTOM FLAVORS worth:
10 X NUMBER ON GAME CLOCK.



- BOTH THIRSTIES worth:
1 X NUMBER ON GAME CLOCK.

Score is DOUBLED at the end of Part One if neither child has been immobilized by a THIRSTIE.

All points are MULTIPLIED by the SKILL LEVEL of play when they were earned! (For example, if the SKILL LEVEL is 5 — FIVE TIMES your point total for that round.) That GRAND POINT TOTAL is added to the points you've earned during lower levels of play.

WINNING TIPS!

- Use TWO hands. One on the DISC. The other on a SIDE-ACTION KEY. That way you're ready to MOVE the child and PICK UP the pitcher, sugar, etc.
- Complete Part One FAST! Then you'll have MORE SCORING TIME during Part Two. (All scoring is done in Part Two!)
- At HIGHER Skill Levels STAY AWAY from the THIRSTIES. As difficulty increases, THIRSTIES get smarter!
- In Part Two, keep KOOL-AID MAN™ close to the MIDDLE FLOOR of the house! This is the best place to catch the most PHANTOM FLAVORS!



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